

# SONIC THE HEDGEHOG™ **SPINBALL**

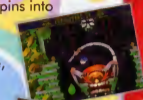
Sonic The Hedgehog™ spins into pinball pandemonium!

Sonic rockets into space, spring launches from levers and balls up for a high-altitude bounce!

Multi-round zones of Sonic action through glittering caverns, oozing

toxic pools and boiling lava pits!

Up to 4 players can fight a whole new generation of evil enemies!



# GENESIS™



## DR. ROBOTNIK'S MEAN BEAN MACHINE™

INSTRUCTION MANUAL



# SEGA™

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EmuMovies

872-1582

## EPILEPSY WARNING

### WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. **If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.**

## ☹ These Beans Need Your Help! ☹

Dr. Robotnik™, that malicious mastermind of planet Mobius, is always coming up with new ways to menace the world and its inhabitants. Witness his newest plan: the Mean Bean-Steam Machine, a nasty device that changes the jolly folk of Beanville into devious little robots that will help the deranged doctor rid Mobius of music and fun forever!



Robotnik's henchbots are rounding up all the unfortunate bean folk they can find and grouping them together in dark dungeons. Once four or more beans are grouped together, they are sent to the Mean Bean Machine and a horrible fate!

Here's where you come in: You can group the bean folk together and allow them to escape! However, there is only a short time before the holding area overfills and bursts open. To make matters worse, the henchbots have noticed you, and are trying to find a way to short-circuit your plans for good!

You must move more beans through your dungeon than the henchbot jailer next to you, and at the same time bust your enemy's dungeon wide open. If you succeed, you'll be sent up the line to deal with the wilier henchbots, and eventually with that rotten Robotnik himself!

The beans are counting on you!

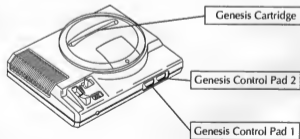


## Starting Up

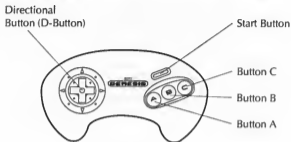


1. Set up your Genesis™ System as described in its instruction manual. Plug in Control Pad 1. For two-player games, plug in Control Pad 2 also.  
(Note: a 1-player game can be played using either Control Pad 1 or 2.)
2. Make sure the power switch is OFF. Then insert the *Dr. Robotnik's Mean Bean Machine* cartridge into the console.
3. Turn the power switch ON. You'll see the Sega screen. Then in a few moments, the Title screen appears.
4. If the Sega screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is **firmly** inserted in the console. Then turn the power switch ON again.
5. Press the Start button when the Title screen appears.

**Important:** Always make sure the power switch is OFF before inserting or removing the cartridge.



## Take Control!



### D-Button

- Press to make selections in menu screens.
- Press left or right to move your beans around the game screen.
- Press down to speed up the descent of the beans.

### Start Button

- Press to start the game.
- Press to pause the game. Press again to resume play.
- Press to make selections in menu screens.

### Buttons A, B and C

- Press to arrange your beans on the game screen. You can customize the functions of these buttons in the Options screen.
- Press to make selections in menu screens.

**Note to users of the 6-Button Control Pad:** Buttons X, Y and Z are not used.

SEGA'S GAMEPLAY HOTLINE  
For gameplay help, call  
1-415-591-PLAY



## Getting Started



Following the Sega logo is an introduction sequence leading to the title screen. Wait a few seconds to see Dr. Robotnik's explanation of his goals followed by instructions on how to play (if you wait another cycle, a game demo

follows Dr. Robotnik's ranting and raving). Finally, the high score screens for the Exercise and Scenario modes appear. Press the Start Button at any time to bring up the title screen, and press it again to get started.

Next you'll see a game menu screen with various modes of play to choose from.

**SCENARIO MODE:** Battle Robotnik's ranks of robot flunkies in order to save Beanville! (See page 8.)

**1P VS. 2P MODE:** Challenge a friend to a bean-slinging match! (See page 11.)

**EXERCISE MODE:** It's just you (or you and a friend) against the timer! Practice your bean-arranging skills and go for a high score. (See page 13.)

**OPTIONS:** Use this screen to make modifications to your game. (See page 5.)

Press the D-Button up or down until the mode you want is highlighted, then press Button A, B, or C or the Start Button.



## Viewing Your Options



The Options screen allows you to alter certain aspects of your game. Highlight the option you want to change by pressing the D-Button up or down, and change that option by pressing left or right. To return to the title screen, press the Start Button.



**KEY ASSIGNMENT:** Customize the functions of Buttons A, B and C on your Control Pad. In a 2-player game, Player 2 makes the button selections using his or her own Control Pad.

**VS. COM LEVEL:** Set the level of difficulty for the Scenario Mode. Choose between Easy, Normal, Hard and Hardest.

**1P VS. 2P MODE:** Choose the number of games you would like to include in a match against a friend. Your match can consist of up to 15 games!

**SAMPLING:** Use this option to turn off certain sound effects used in gameplay.

**INPUT TEST:** Choose this screen and press Button A, B or C to enter this test to see if the buttons on your Control Pad are working correctly. Simultaneously press Button A and the Start Button to go back to the Options screen.

## The Object of the Game



When the game begins, beans drop from the top of the dungeon in pairs. When two beans of the same color touch, they link. Make the beans disappear from the dungeon by linking up four or more beans of the same color...

...vertically, like this...



...horizontally, like this...

...or in clumps.



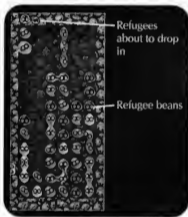
You can move a pair of beans around the dungeon by pressing the D-Button left or right. Rotate the beans by pressing Button A, B or C. To speed up their descent, press the D-Button down.

If you drop a pair of beans horizontally on an uneven surface, any bean left hanging will separate from the pair and drop to the lowest point. When a group of beans disappears, any beans left on top drop into the remaining space. Use this to create chain reactions for bonus points!

As you play, the beans drop faster and faster. The dungeon can only hold so many beans, and if they reach the top of the dungeon, the bottom drops out and you lose the game.

**\*Hint\*** Sometimes the descent rate of the beans speeds up suddenly, even in the early levels. Don't panic! This is only temporary.

## Refugees



If you are playing an opponent, you can block your opponent's moves by dropping refugee beans into his or her dungeon. Refugee beans don't come from Beanville, and can't be grouped with any clan—they can only leave the dungeon with a neighboring group of four or more beans.

Call up refugee beans by making as many of your beans disappear as you can—preferably in chain reactions. The more beans you get rid of at one time, the more refugee beans get dumped into your rival's dungeon!

Check the top of your dungeon for a little advance warning of how many refugees are about to drop in, and where.

<b>If you see...</b>	<b>Then</b>
One small clear bean...	one refugee drops in.
One big clear bean...	six refugees drop in a row.
One big red bean...	thirty refugees drop in five rows, and you're in trouble!

## Scoring

- First pick up points by speeding up the descent rate of the beans falling into your dungeon.
- Then pick up bonus points when your beans vanish—the bigger the chain reaction, the bigger the bonus.
- If you win a game within a certain amount of time in the Scenario Mode (110 seconds for a normal game), you receive a special Time Bonus for each second remaining.

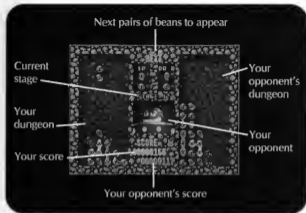


## Scenario Mode

Here you'll match wits with Dr. Robotnik's finest mechanical minds. Each henchbot is more cunning than the last, and each has his own strategy. With each victory, the action gets faster and more mind-boggling until you take on the evil Dr. Robotnik himself!

First you have the choice of starting a new game or continuing from a previous game using a password. Naturally you'll select START at first, so press the Start Button to get going.

Next you'll see the lineup of your opponents and meet your first challenger. The henchbot you'll be playing is highlighted. Before the game begins he has something to



say. If you want to skip his remarks, press the Start Button to go straight to the action.

You can gauge your progress by the look on your opponent's face in the center of the screen—for a robot he's not very good at hiding his expression!

If you win the match, you'll receive a password to the next match (for more on entering passwords, see page 10). Press Button A, B or C or the Start Button to meet your next challenger and begin the next match.

If you lose the match, you'll see the Game Over/Continue screen. If you want a rematch against the last challenger you lost to, press the Start Button before the countdown ends.

**Note:** If you play Scenario Mode with Control Pad 2, your Dungeon will appear on the right side of the screen.

## What's the Password?



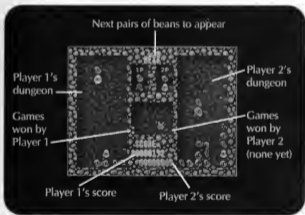
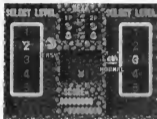
A password appears whenever you've won a match in Scenario Mode, and you can use this password to begin play at the next level later on. To enter a password, choose Scenario Mode, then select CONTINUE. The password screen appears. Use the D-Button to highlight the type of bean you want to fill the first space, then press Button A or C to go to the next. If you make a mistake, press Button B or highlight the backwards arrow and press Button A or C to go back a space. Then select the correct bean.

When you're ready to enter your password, press the Start Button, or select END and press Button A or C. If your password is incorrect, you'll hear a buzzer. Check your notes and try again! If the password is correct, the difficulty level for the password you entered appears below the password, then the Challenger Lineup appears. To exit the password screen without entering a password, press Button B until the Mode Selection screen reappears.

## 1P VS 2P Mode

You and a friend can challenge each other to a bean-slinging match of 1, 3, 5, 7, 9, 11, 13 or 15 games (you can set the number of games in the Options Mode—see page 5).

When the game screen appears, and both players can choose from five levels of difficulty by pressing the D-Button up or down. The game begins when both players have selected a difficulty level and pressed the Start Button.



Player 1's dungeon is on the left side of the screen, and Player 2's on the right side. The rules are the same as in Scenario Mode—eliminate as many beans as you can, and use chain reactions to block your opponent's moves with refuge beans.

When your or your opponent's dungeon fills up with beans, the game ends. There is no time bonus.



If you chose a match of more than one game, the Difficulty Selection screen reappears. Each player then selects a level of difficulty and tries again. At the end of the match (when one player has won a majority of the games), a tally of

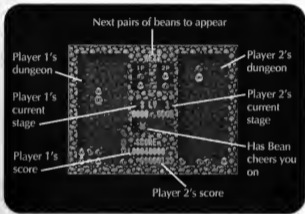
your wins and losses is displayed in the NEXT boxes. The loser must press the Start Button before the countdown runs out to begin another match.



## Exercise Mode



Need some practice? Use this mode to sharpen your skills, alone or with a friend. First select your skill and bonus level—Easiest (with no bonus), Normal (with a 40,000 point bonus) or Hardest (with 90,000 extra points). Then press the Start Button to begin play.



As your score climbs, so does the level of difficulty and the speed at which the beans drop. You won't have any refugee beans to worry about, as in the Scenario and 1P VS 2P Modes, but the action will be fast and furious enough to keep you hopping. And two guest characters appear just when your future starts looking bleak:



**Has Bean** used to be one of the jollier beans in the village... until Dr. Robotnik changed him into a robot. Usually he prefers to clown around on the sidelines, but he hasn't forgotten his humble past. Occasionally he'll drop into your dungeon and take a little walk. Any beans he walks over change to the same color and disappear.





**Big Bean** is just that—a really big bean. So big, in fact, that any beans he drops on immediately vanish just to get out of his way. You'll usually find Big Bean lurking around the higher levels to give you and his buddies some help.

The game ends when your dungeon fills up with beans. Press the Start Button to play another round, or wait for the High Score Screen to come up before starting a new game.

Player 2 can join in at any time by pressing the Start Button on his or her Control Pad. The two players cannot attack each other with refugee beans, and the game ends only when both players decide to stop. Either player can start a new game any number of times by pressing the Start Button.



## High Score Screen



If you've achieved a high score by the time you choose to end the game, you'll be able to enter three initials on the High Score screen that appears next. Scroll through the letters of the alphabet by pressing the D-Button up or down. Enter the desired letter and go on to the next space by pressing Button A, B or C or the Start Button. If you made a mistake, press the D-Button left to eliminate the character and go back to the previous space. Once you've entered all three initials, the initial entry screen is replaced by the High Score screen. Congratulations!



## Handling Your Cartridge



- The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis System™.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

**Warning to owners of projection televisions:** Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

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## Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at: 1-800-USA-SEGA.

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at: 1-800-872-7342.

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

### Repairs after Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

### Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

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